

FIG. 1

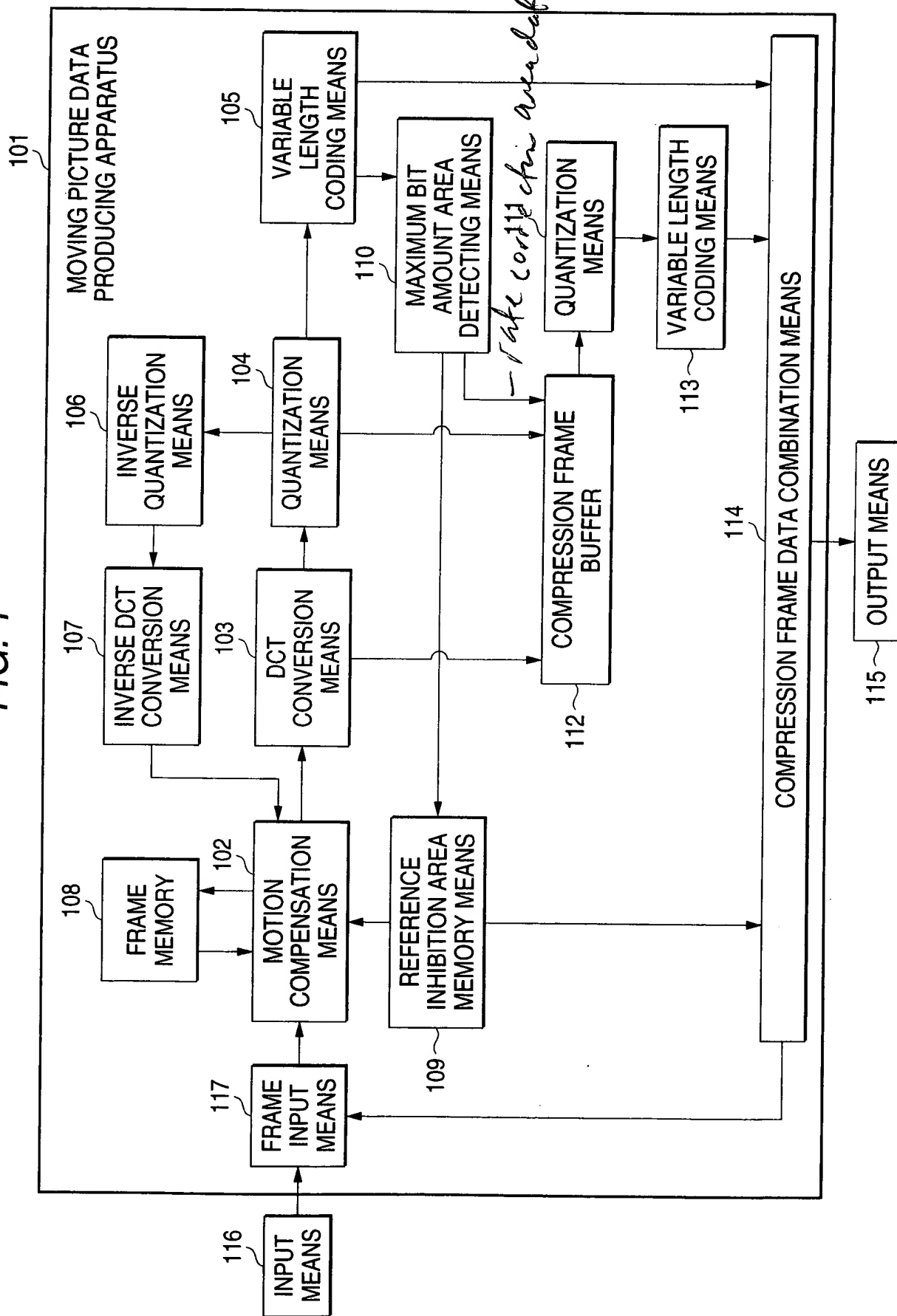


FIG. 2

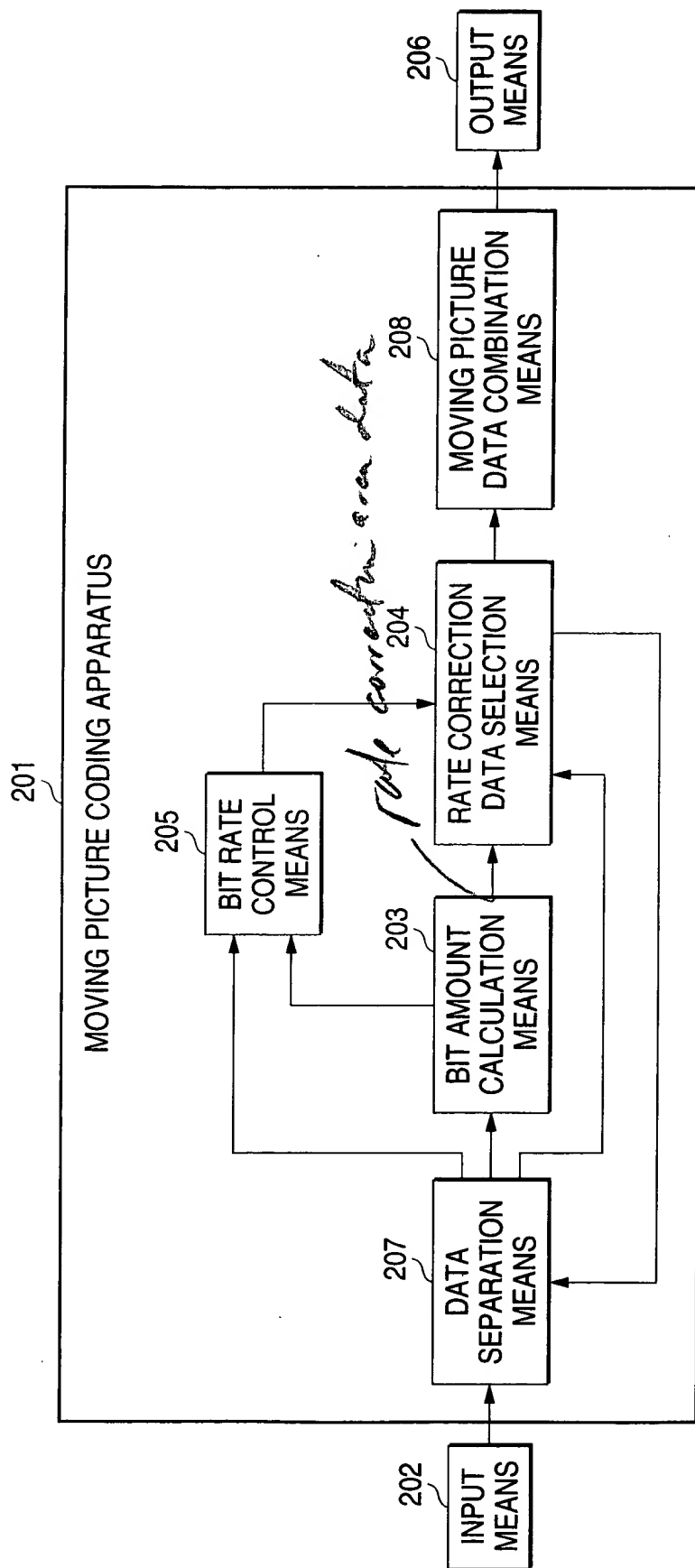


FIG. 3

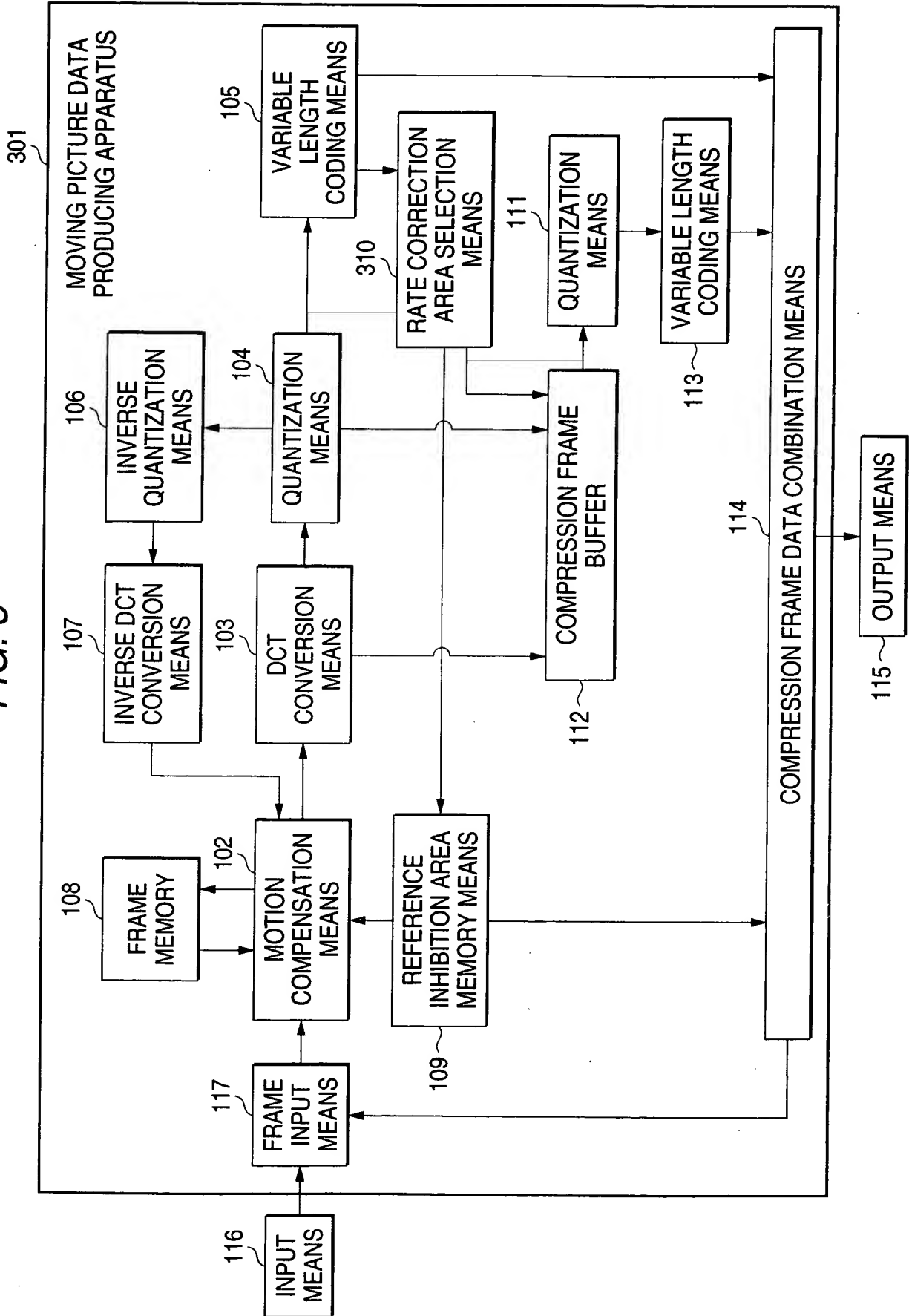
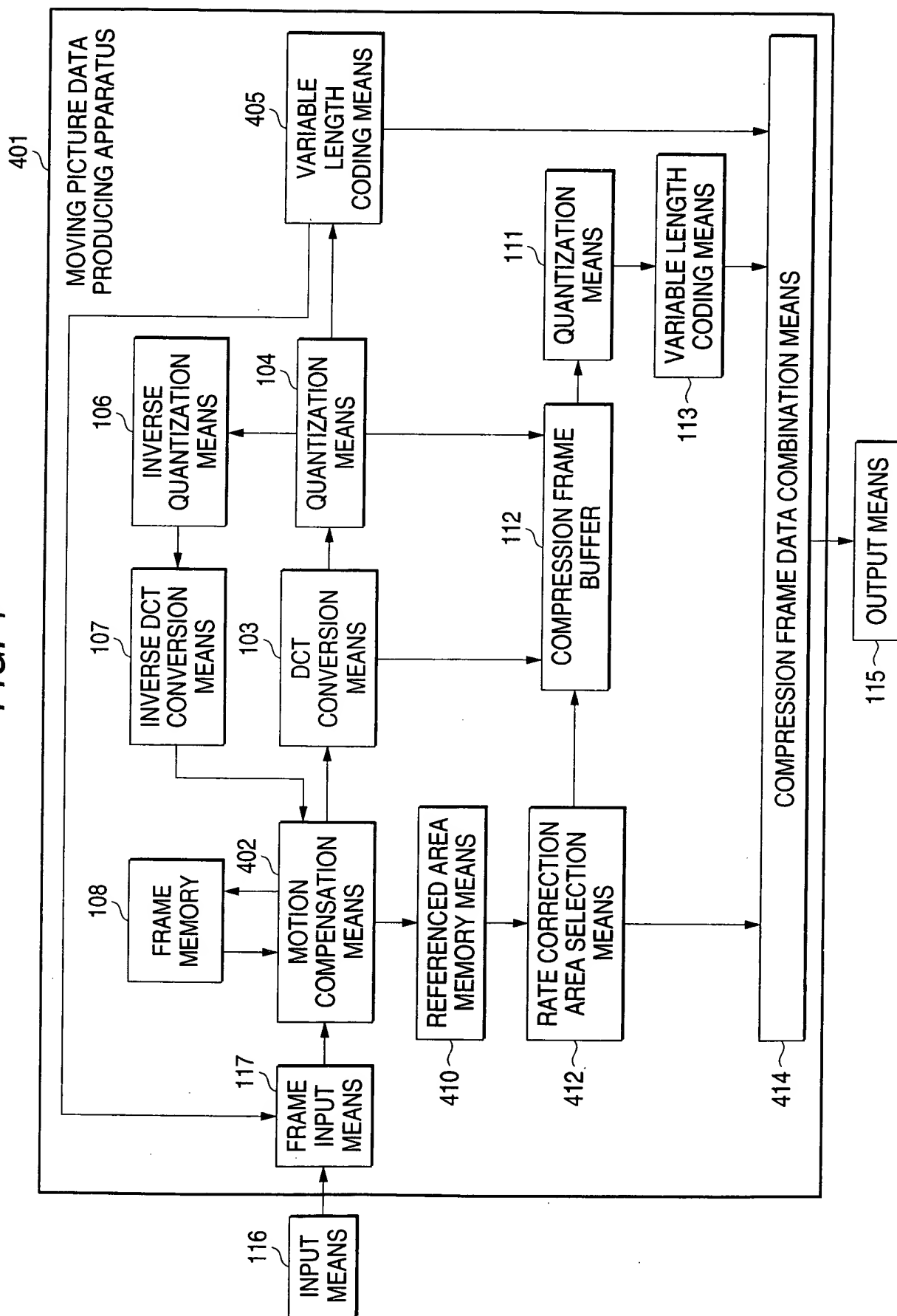


FIG. 4



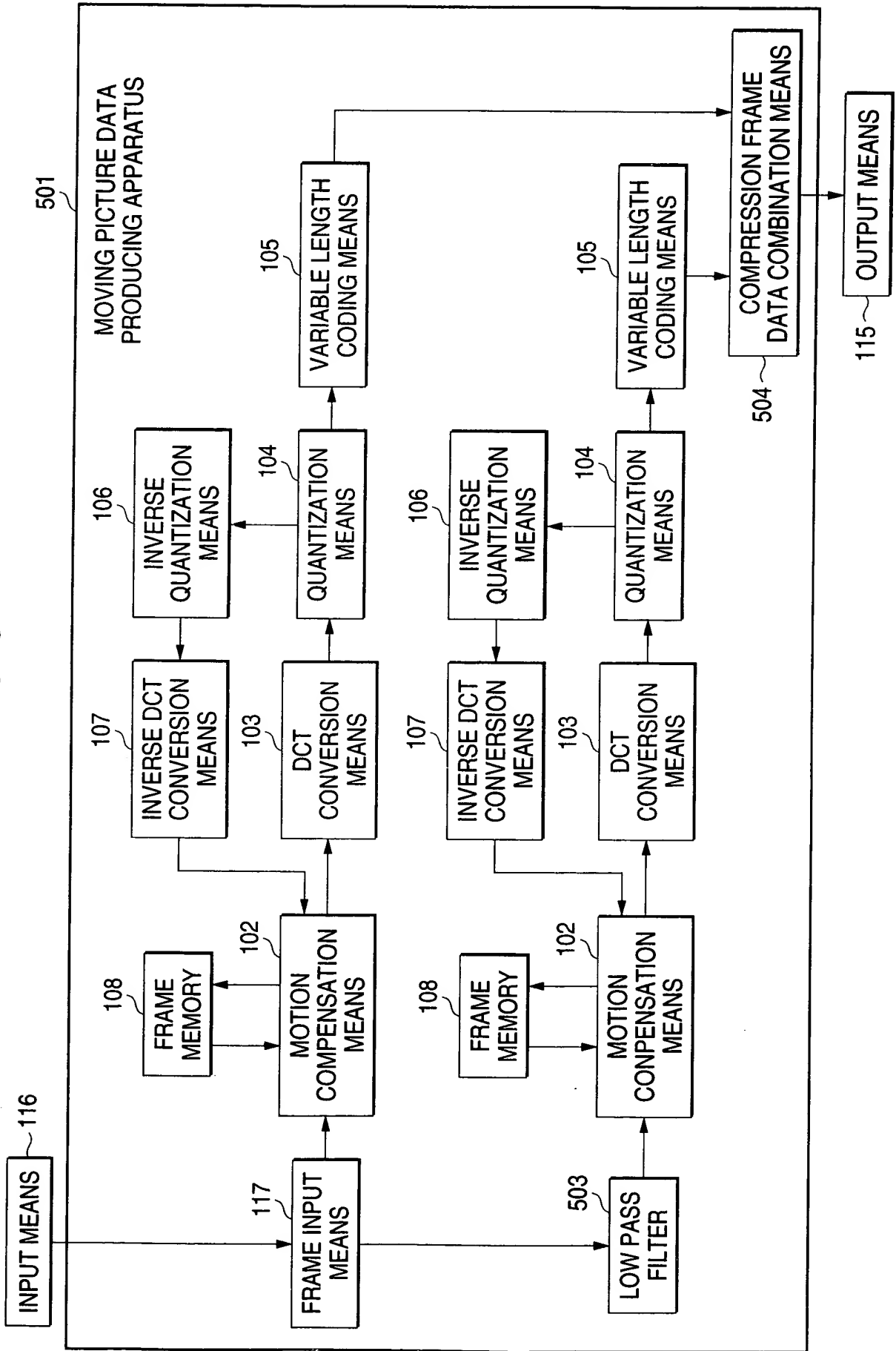


FIG. 6

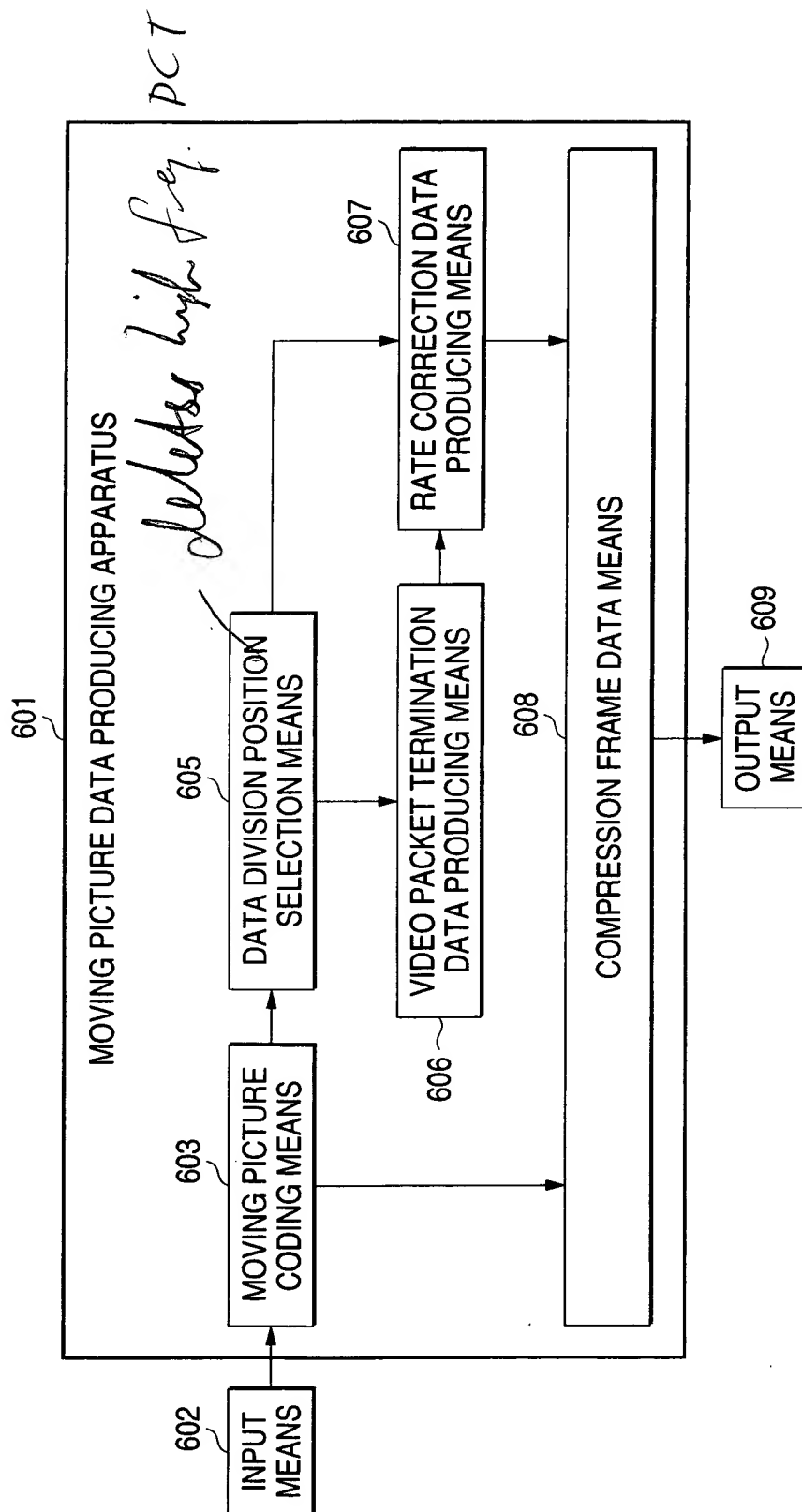


FIG. 7

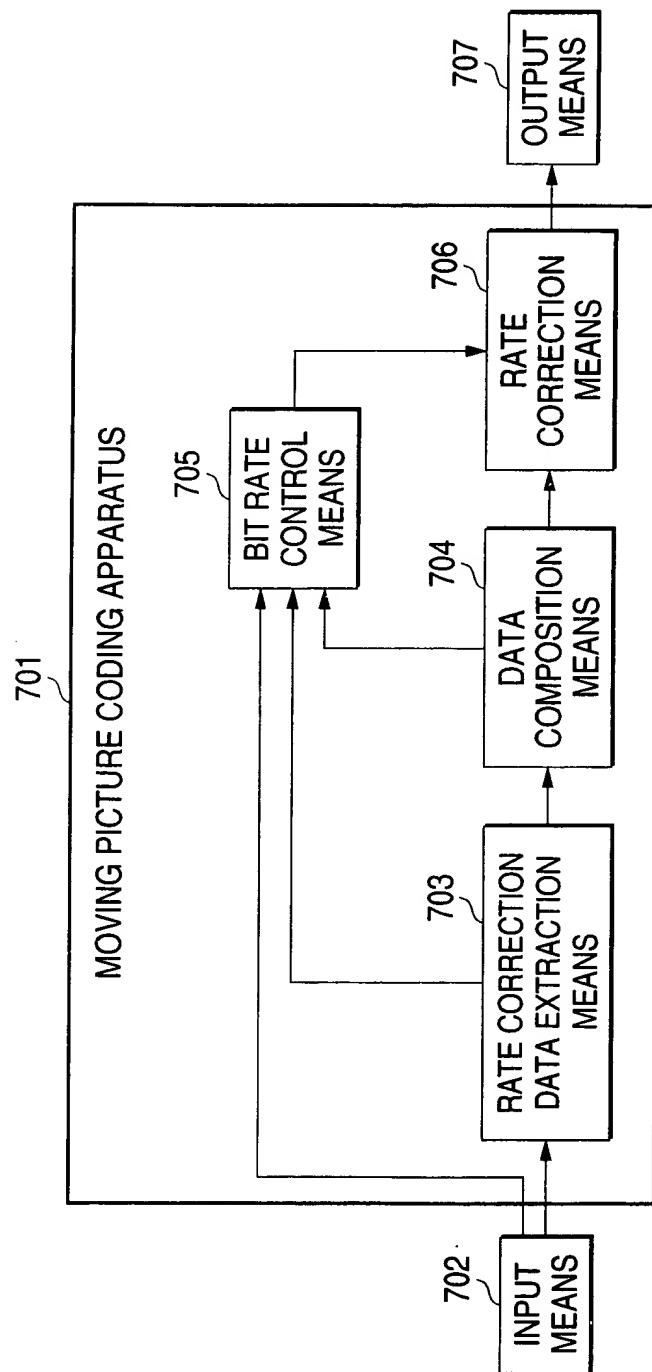


FIG. 8

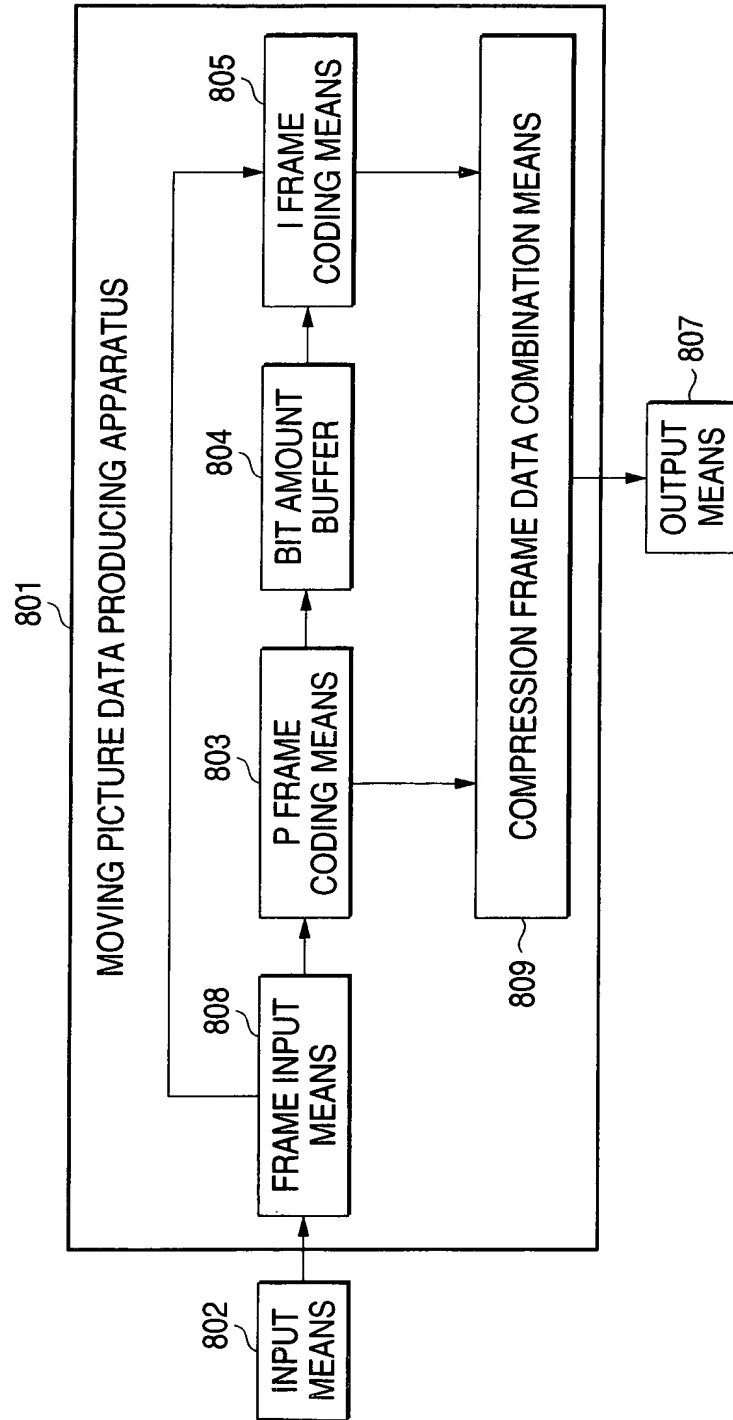




FIG. 9

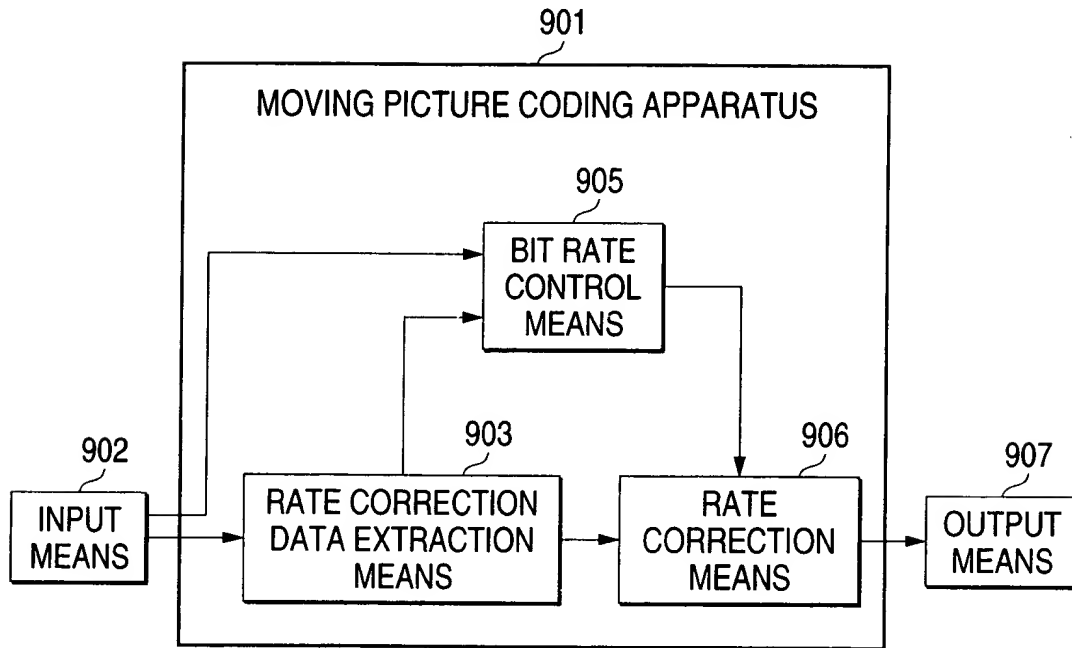


FIG. 10

AREA		
AREA 1	.....	AREA k
AREA k + 1	.....	AREA 2k
AREA 2k + 1	.....	⋮
⋮	.....	
	.....	
	.....	
	.....	
	.....	
	.....	AREA n

1 FRAME

FIG. 11

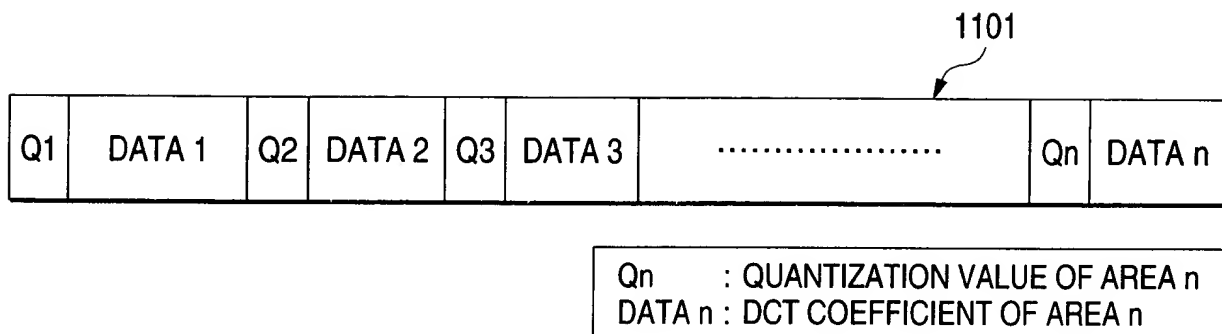


FIG. 12

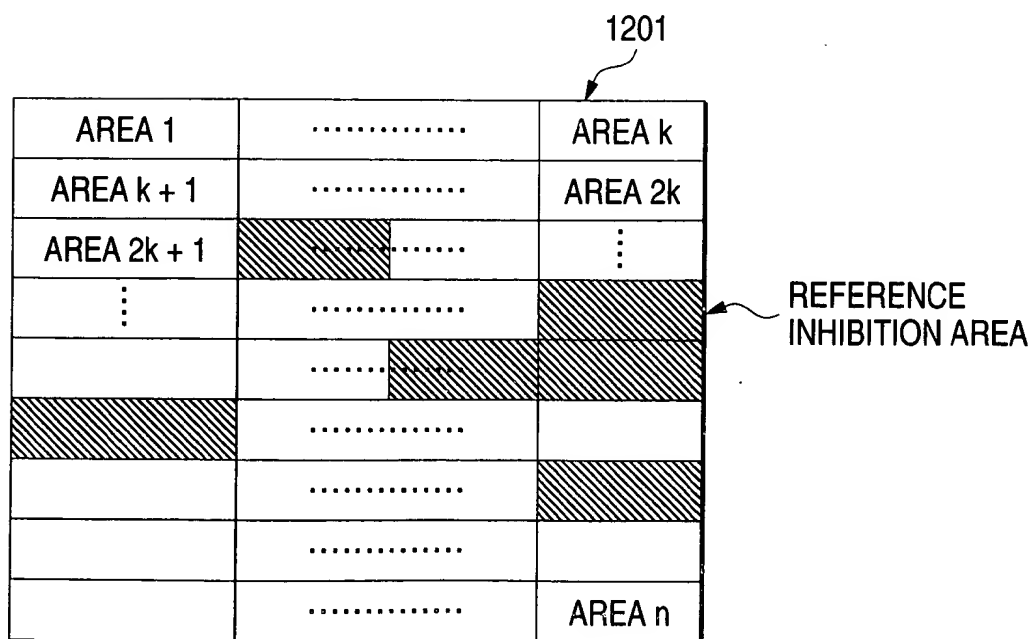


FIG. 13

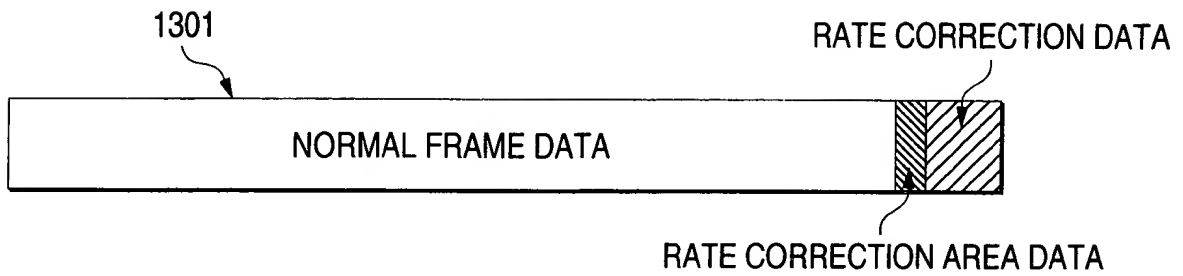


FIG. 14

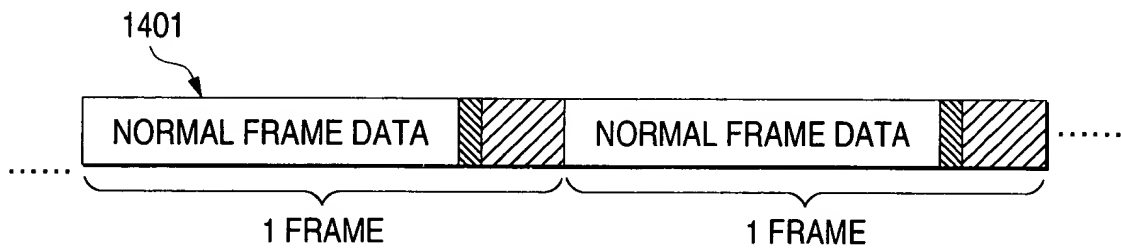
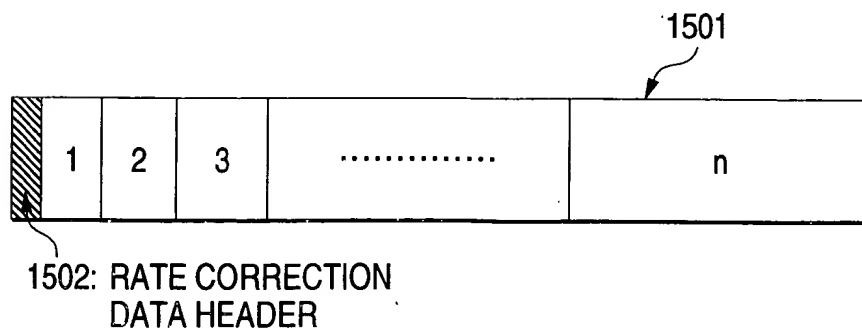
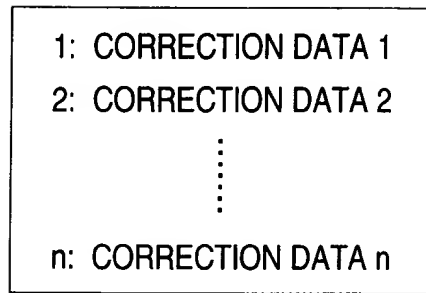


FIG. 15



*FIG. 16**FIG. 17*

1502

Total_Area_number;	// NUMBER OF AREAS
Data_number;	// NUMBER OF CORRECTION DATA OF EACH AREA
Area_number_i;	// AREA NUMBER
Data_size_i [ 1 ];	// AREA i, BIT AMOUNT OF CORRECTION DATA 1
Data_size_i [ 2 ];	// AREA i, BIT AMOUNT OF CORRECTION DATA 2
⋮	
Area_number_j;	// AREA NUMBER
Data_size_j [ 1 ];	// AREA j, BIT AMOUNT OF CORRECTION DATA 1
Data_size_j [ 2 ];	// AREA j, BIT AMOUNT OF CORRECTION DATA 2
⋮	
Area_number_k;	// AREA NUMBER
⋮	

FIG. 18

1701

AREA 1	.....	AREA k
AREA k + 1	.....	
AREA 2k + 1	.....	⋮
⋮	.....	
	.....	
	.....	
	.....	
	.....	
	.....	AREA n

FIG. 19

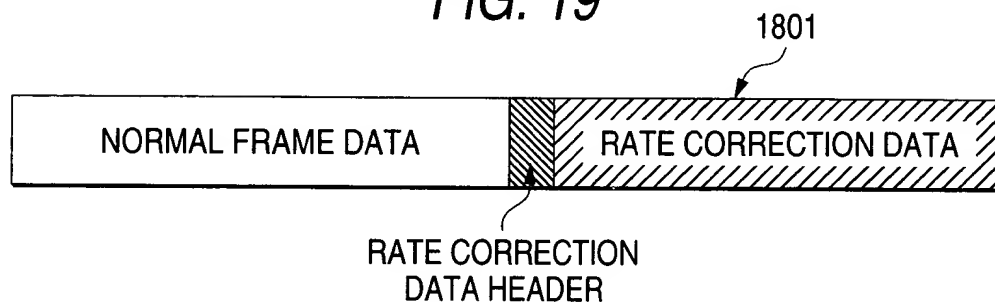


FIG. 20

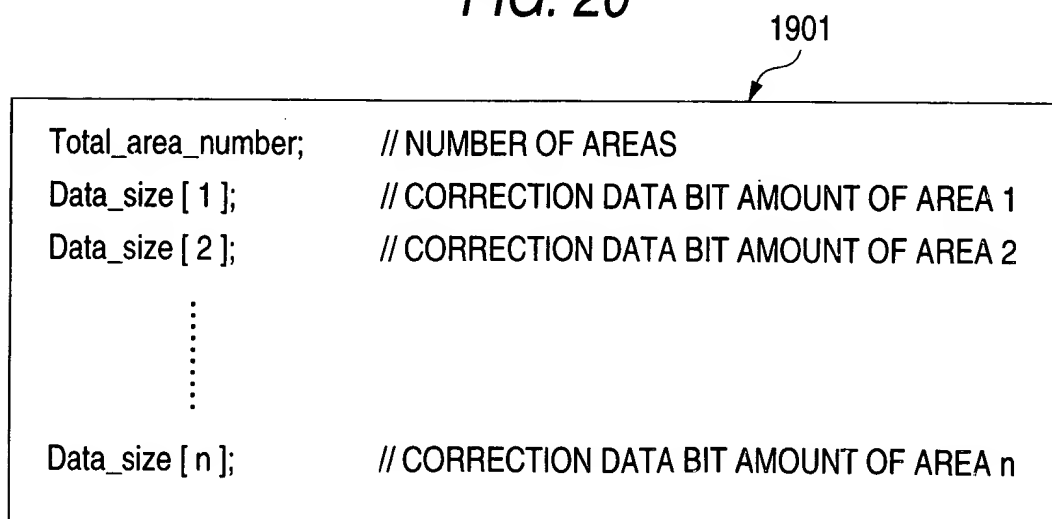


FIG. 21

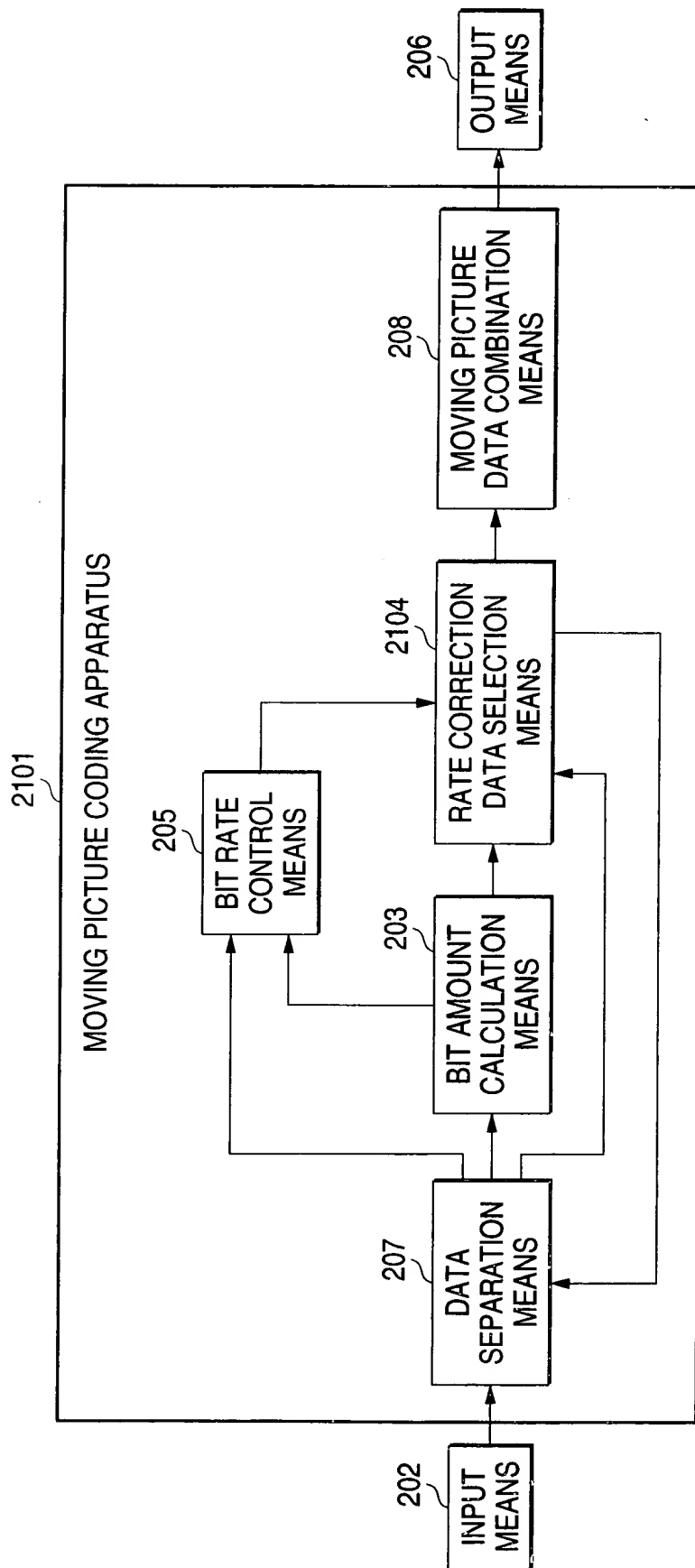


FIG. 22

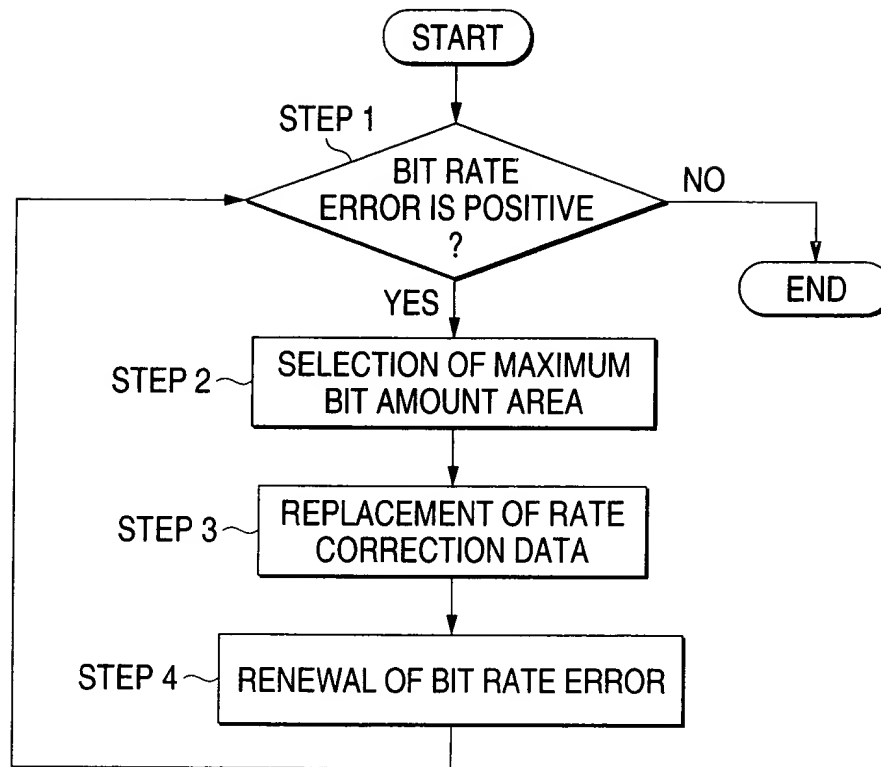


FIG. 23

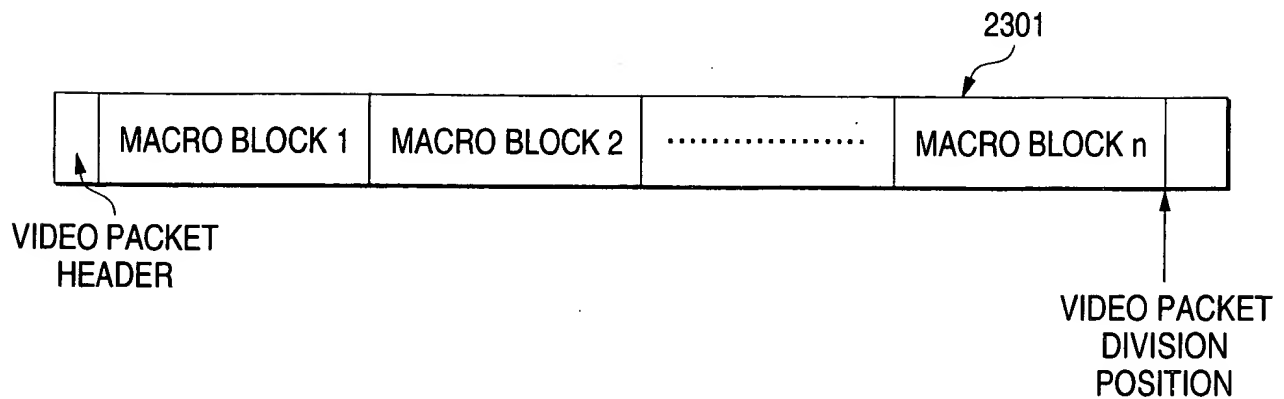


FIG. 24

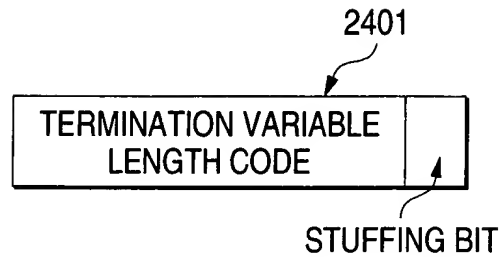


FIG. 25

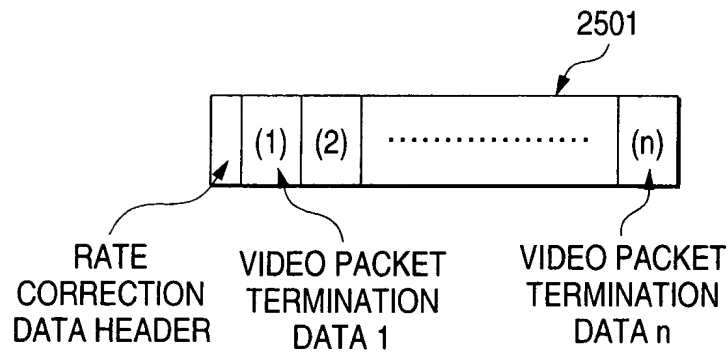


FIG. 26

2502

```

Total_Vpacket_number; // TOTAL VIDEO PACKET NUMBER
CutPosition [ i ];    // DIVISION POSITION OF VIDEO PACKET ( i )
Cut_Bit_Number [ i ]; // BIT AMOUNT WHICH CAN BE DELETED, OF VIDEO PACKET ( i )
End_Bit_Number [ i ]; // TERMINATION DATA BIT AMOUNT OF VIDEO PACKET ( i )

      ⋮

CutPosition [ n ];    // DIVISION POSITION OF VIDEO PACKET ( n )
Cut_Bit_Number [ n ]; // BIT AMOUNT WHICH CAN BE DELETED, OF VIDEO PACKET ( n )
End_Bit_Number [ n ]; // TERMINATION DATA BIT AMOUNT OF VIDEO PACKET ( n )
  
```



FIG. 27

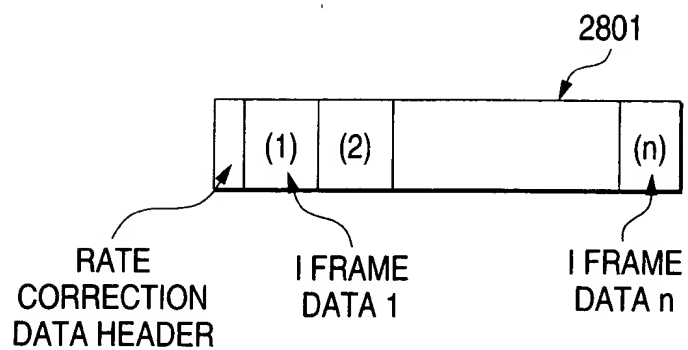


FIG. 28

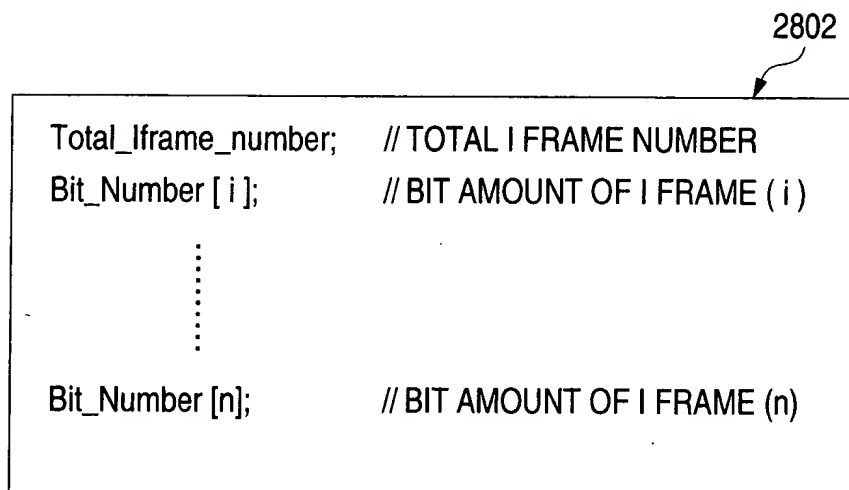
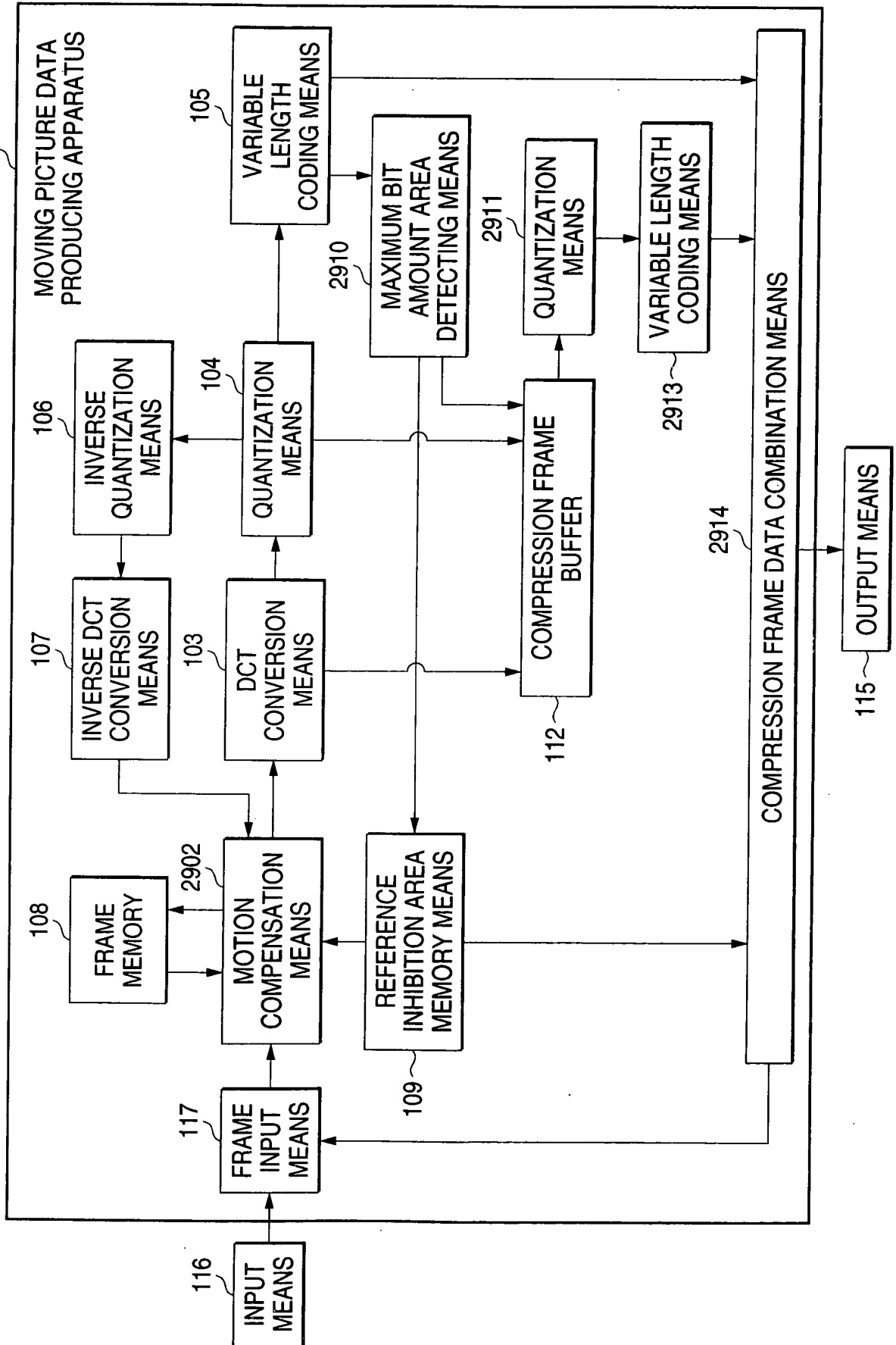


FIG. 29



**FIG. 30**

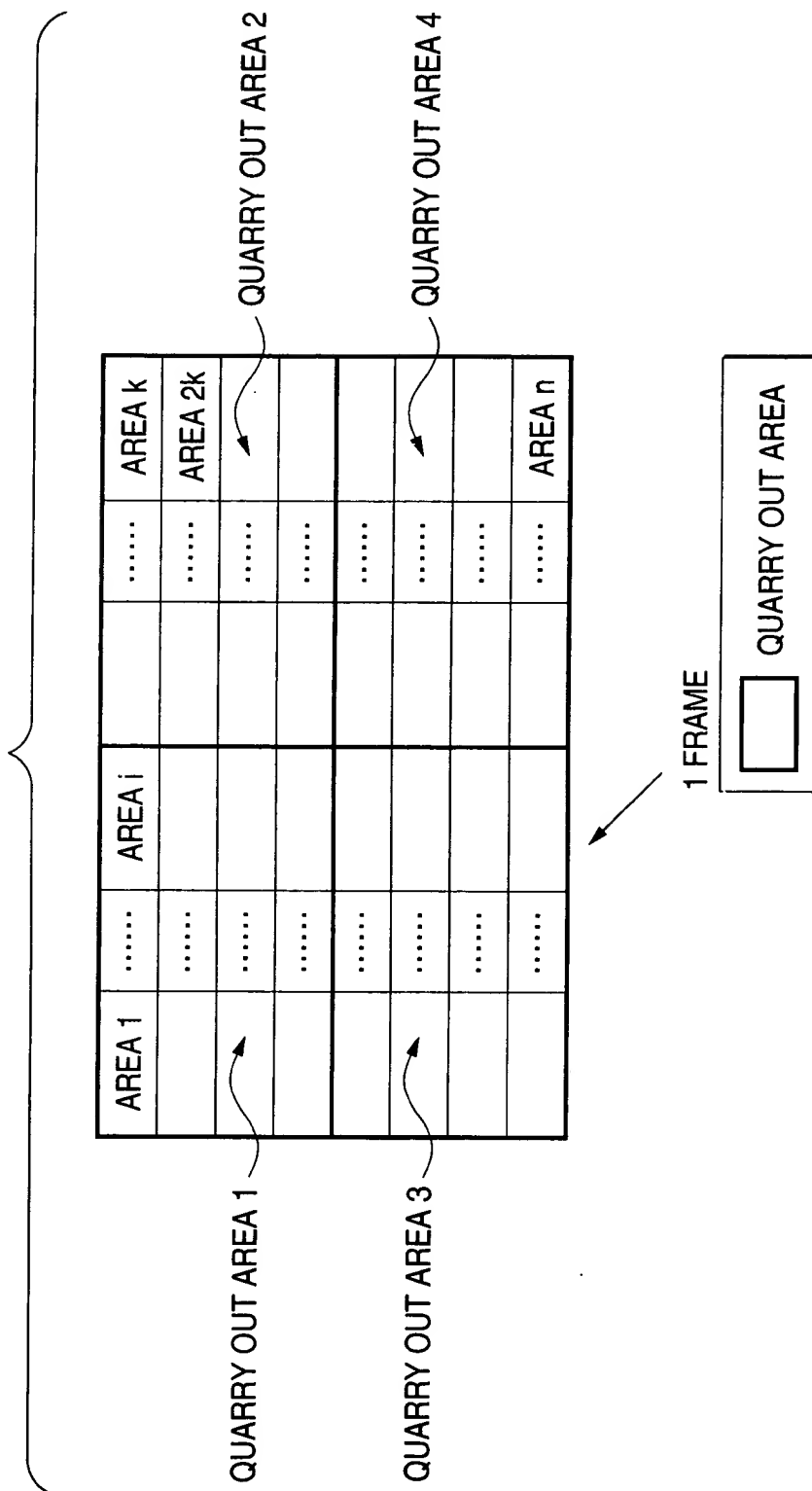


FIG. 31

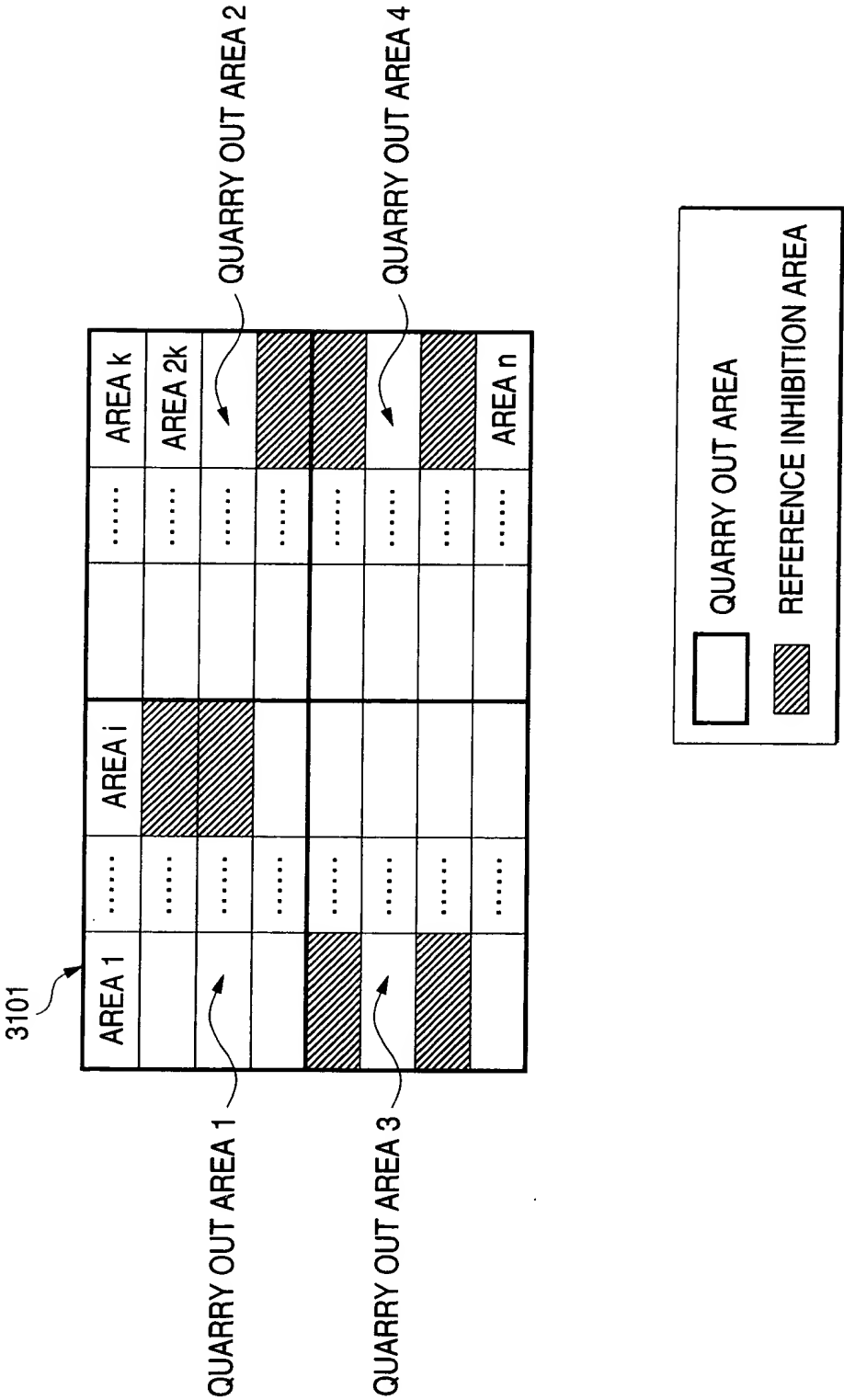


FIG. 32

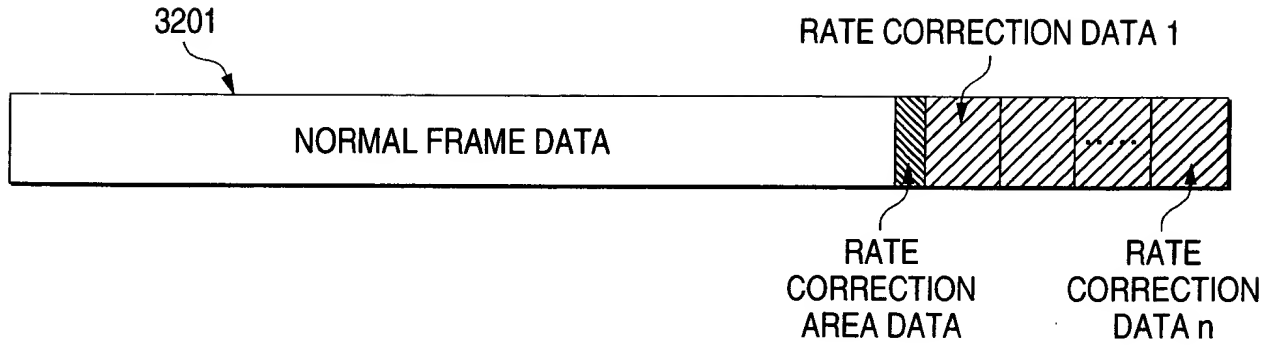


FIG. 33

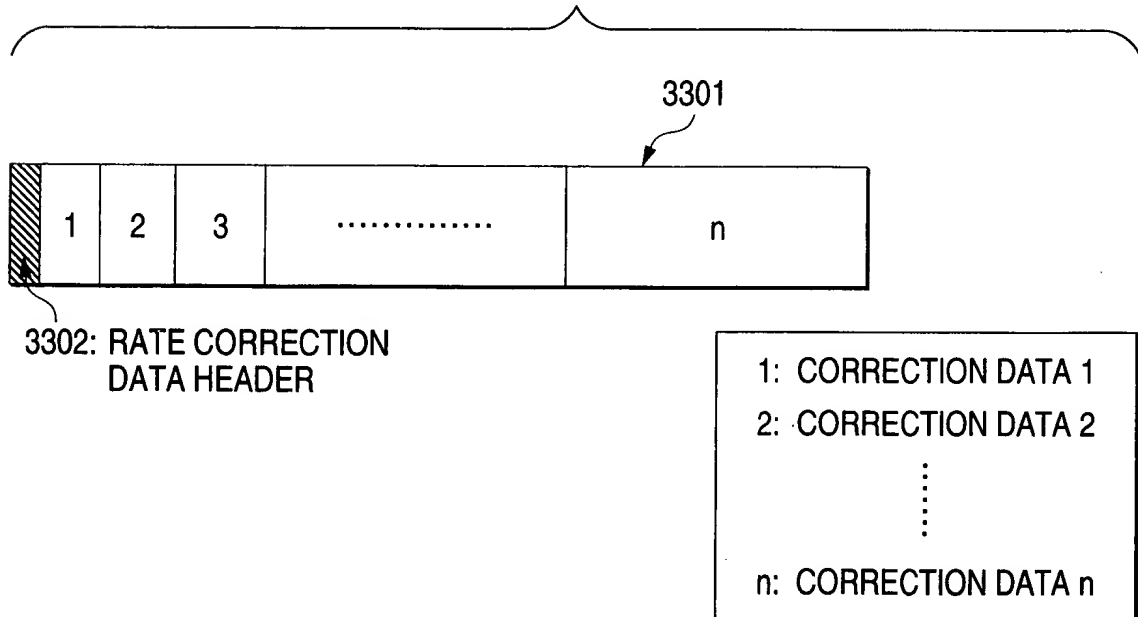


FIG. 34

3302

```

Data_number;           // NUMBER OF CORRECTION DATA OF EACH AREA
Total_Area_number;     // NUMBER OF AREAS
Area_number_i;         // AREA NUMBER
Data_size_i [ 1 ];     // AREA i, BIT AMOUNT OF CORRECTION DATA 1
Data_size_i [ 2 ];     // AREA i, BIT AMOUNT OF CORRECTION DATA 2
    ⋮
Area_number_j;         // AREA NUMBER
Data_size_j [ 1 ];     // AREA j, BIT AMOUNT OF CORRECTION DATA 1
Data_size_j [ 2 ];     // AREA j, BIT AMOUNT OF CORRECTION DATA 2
    ⋮
Area_number_k;         // AREA NUMBER
    ⋮

```

FIG. 35

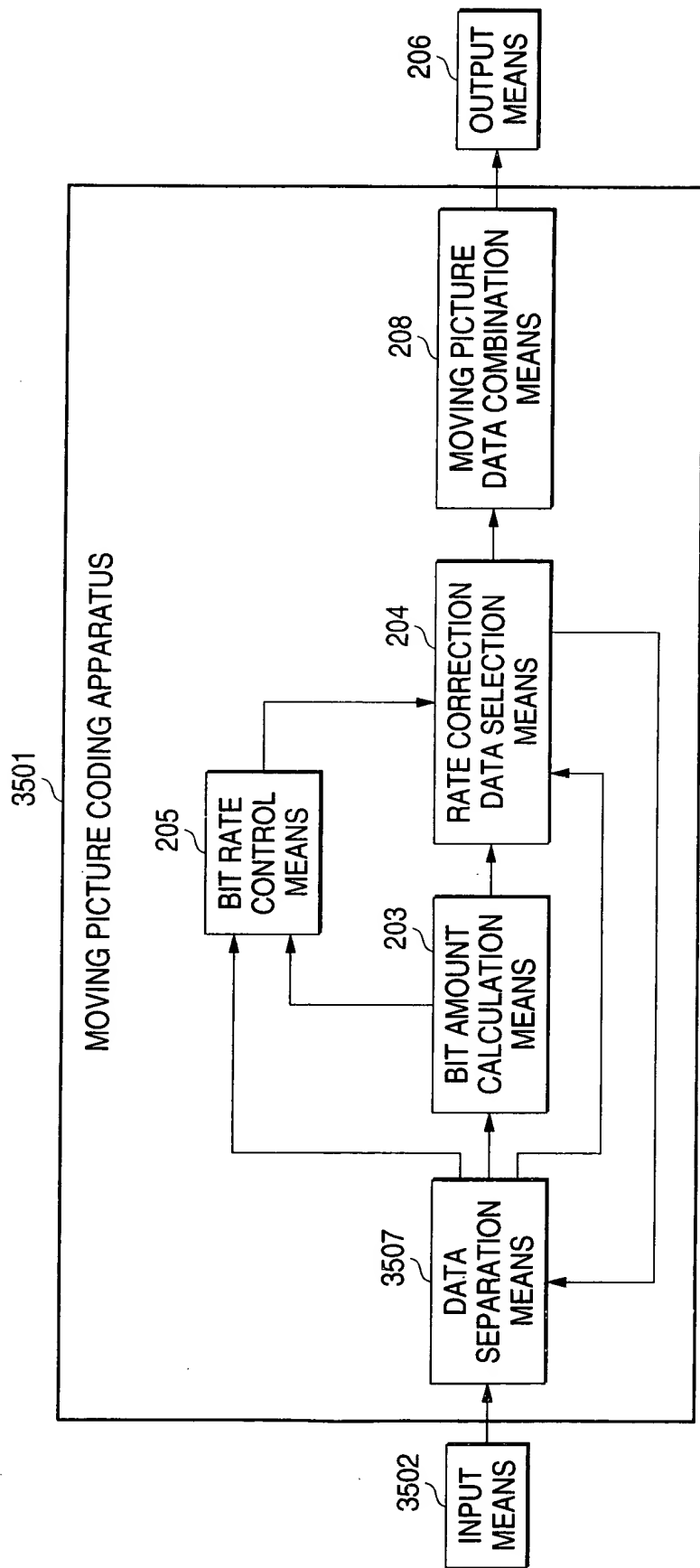


FIG. 36

3601

```
Total_VideoPacket; // NUMBER OF PIECES OF VIDEO PACKET
Last_MB_position [ 1 ]; // BIT POSITION OF FINAL MACRO BLOCK (FIRST VIDEO PACKET)
Last_MB_position [ 2 ]; // BIT POSITION OF FINAL MACRO BLOCK (SECOND VIDEO PACKET)
...
Last_MB_position [ n ]; // BIT POSITION OF FINAL MACRO BLOCK (n-TH VIDEO PACKET)
```



FIG. 37

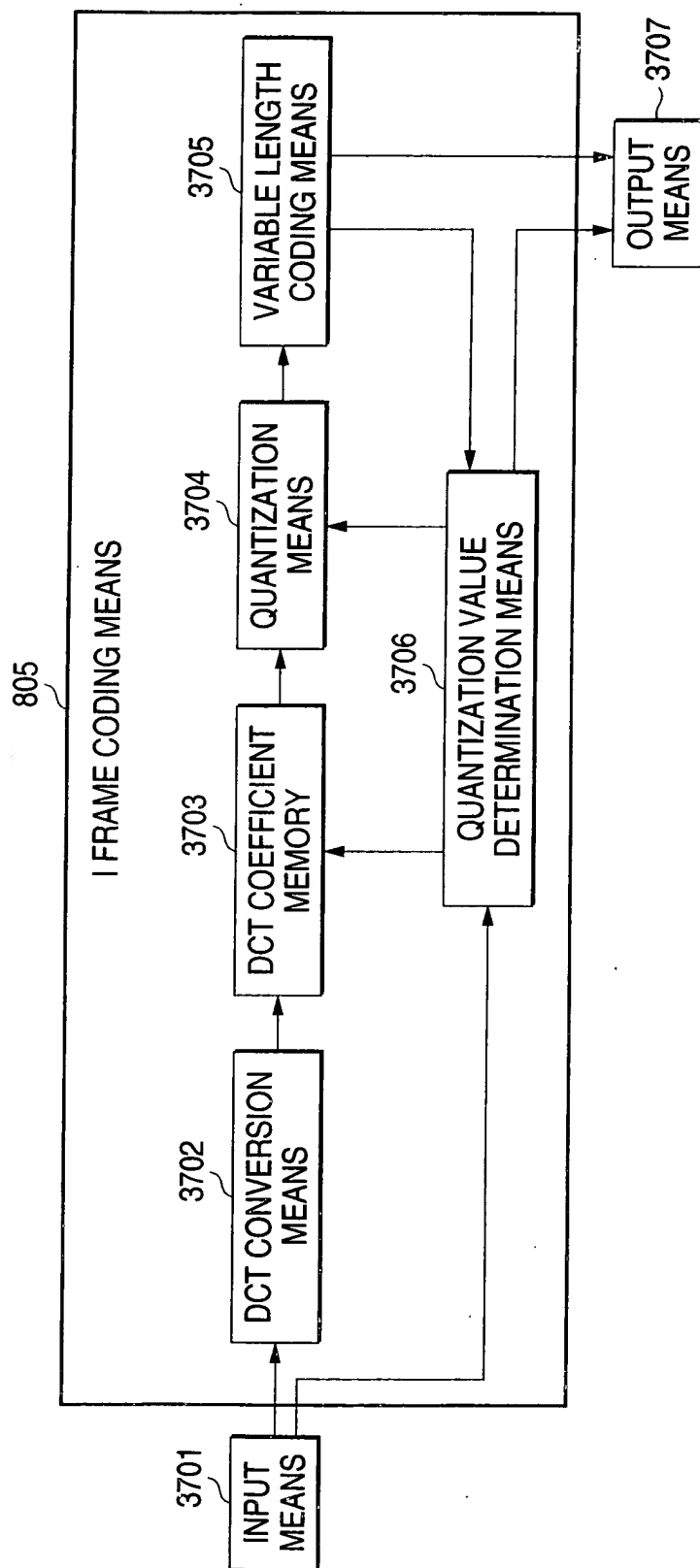
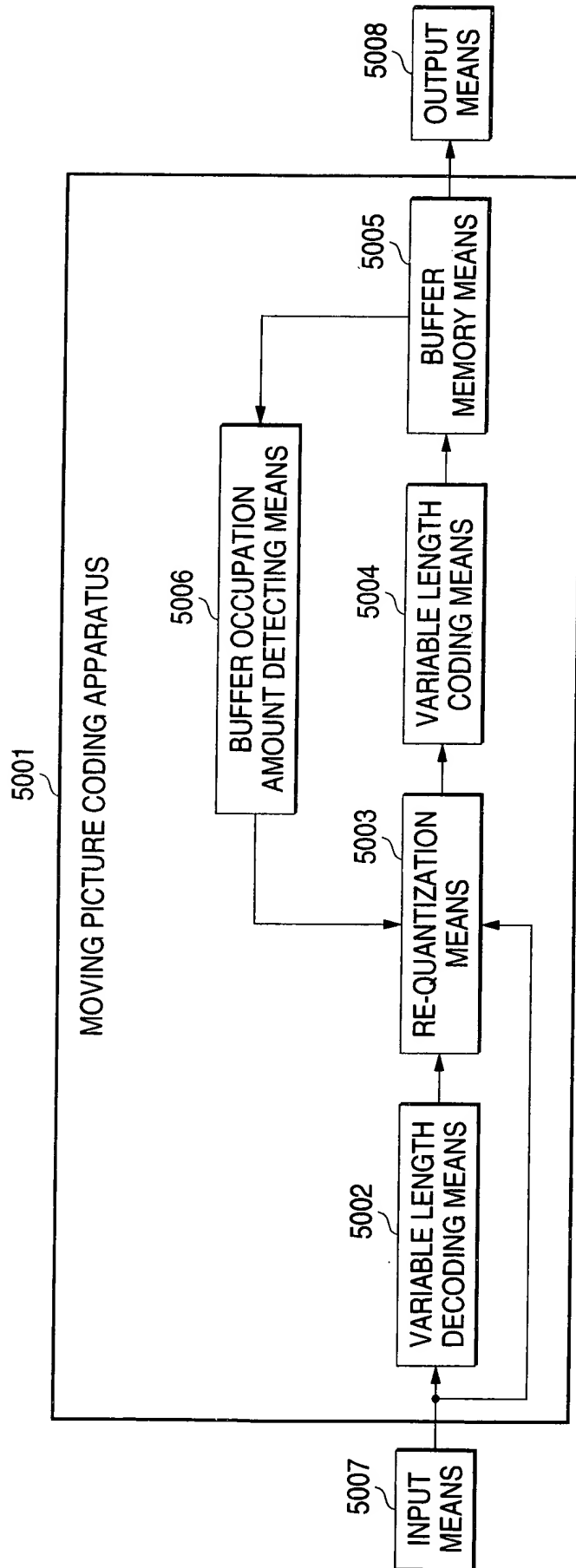


FIG. 38



Prior art